



MAD DASH RACING™

BINK
VIDEO

TEEN
T
CONTENT RATED BY
ESRB

EIDOS



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SAFETY INFORMATION

ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

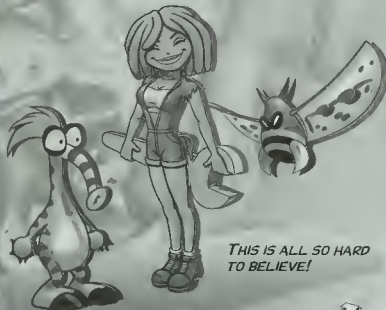
The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

For use only with Xbox video game systems with "NTSC" designation. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Register your game and enter to win prizes at:
eidosregistration.com

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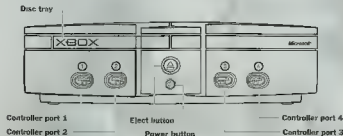
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THIS IS ALL SO HARD
TO BELIEVE!

SETTING UP

USING THE XBOX™ VIDEO GAME SYSTEM



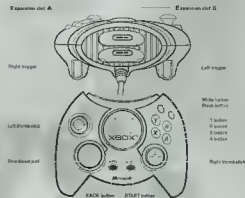
1. Set up your Xbox video game system by following the instructions in the Xbox instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **MAD DASH RACING™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **MAD DASH RACING**.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

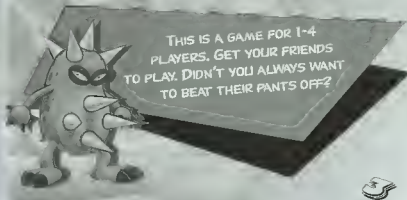
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER



1. Insert the Xbox Controller into any controller port at the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **MAD DASH RACING**.



TREM LAND

A crazed wizard, a wheedling KING, a land replete with troublesome natives called TREMMELS, a collection of oddball athletes and a race for RED METEOR CHUNKS add up to a fast blast of knock-down speed!

On a far off island, HEX, a nearly rabid wizard, has delusions of world domination. But he needs the complete collection of RED METEOR CHUNKS to achieve it. Also, the TREMMEL KING stands — or is it sits? — in HEX's way. HEX's devious nature raises its ugly head. He coerces the KING into joining him in a diabolical scheme (is there any other kind?) advertising a galactic race open to all beings. A number of nasty characters sign up, bringing an unsavory melange of bad personal hygiene and rough manners to the melee. With the stated goal of racing to capture the RED METEOR CHUNKS (and win the pig and scepter!), the mayhem begins!

AMAZING RACING ABILITIES

Nine weird beings (don't ask from where), sign up to race. They come from families of BASHERS, DASHERS and GLIDERS. Each type has special abilities that give them a racing edge.



BASHERS bust through cracked doors and walls with ease, and view all enemies and opponents as bashable targets. While bashing, these racers are invulnerable to attacks, and they get a bit of a speed boost for a successful bash. Bash-FUL they're not!



DASHERS can speed up steep slopes that other characters can't even think about. They always have a little turbo boost available as long as their energy lasts.



GLIDERS can soar the extra distance over a pitfall or trap and evade enemies by taking flight. They get a rush from soaring over opponents to take the lead. They reach some areas more easily and can cut corners to shave seconds off their racing time.

TRIBRID ALERT!

Characters who collect 10 GREEN METEOR CHUNKS transform into TRIBRIDOS and enjoy all three special abilities.



BASHERS



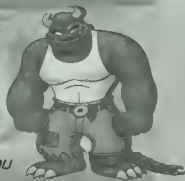
CHOPS

Gassy and crude, this is one true rebel hog. CHOPS' fascination with motorcycles may stem from the fact that he can't stand the smell when he's in a car with himself!

*I'M GONNA BLOW
HAHAHAHAHAHAHAHA ... OOPS!*

BIG BLU

BIG BLU stomped out of the underworld with a bigger than life tough-guy attitude. You'll want to make way for a guy that even chains can't hold. He's obviously an escapee ... but from where?



*STAY OUTTA MY WAY. YOU
GOT THAT, JACK?*



BETTY

The only thing that tops the yak-factor of BETTY's sickening sweetness is her banshee scream. She loves to let off loud outbursts and is happiest with a wrench in her hand. A trip to BETTY's garage is a descent into a pit stop of pleasure.

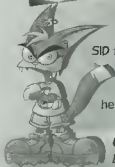
*BACK OFF, DROOL-CUP, OR I'LL
STICK THIS WRENCH WHERE THE SUN
DON'T SHINE!*





DASHERS

SID



SID thinks he's "da champ" and he's cocky 'tude proves it. He's a smacky little punk who tries too hard. But hey, ya gotta respect the effort. SID's the first to let you know he's a cool cat, not a kitty.

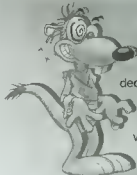
**CAN'T HIT WHAT YOU CAN'T SEE,
BIG BOY.**

CLAWDIUS

A roomin' Gladiator and a legend in his own mind, **CLAWDIUS'** pontifications are classic "fili-BLUSTER." But his sllobbering lisp takes the punch out of his pompous pronunciations. Don't be fooled - **CLAWD** is a fierce king of the Tremmel jungle.



YOU, THIR, ARE A THAVAGE!



SPANX

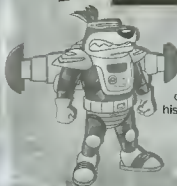
Once a lab weasel, **SPANX** is dealing with residual "issues." Spastic and nearly unintelligible, **SPANX's** contorted form is often wracked with awkward jerks and bursts of crude expletives.

IT'Z STARTING AGAIN ... ACK!



GLIDERS

ZERO-G

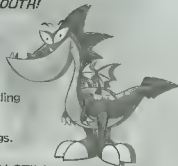


Loud. LOUD. A mutt with a drill-sarge complex, **ZERO-G** often dredges up his past war experiences (or is it delusions?). Can this dog's bite live up to his bark?

**I CAN FIT YOUR ENTIRE HEAD
IN MY MOUTH!**

ASH

ASH tries to be suave with his *La Dolce Vita* accent. You get the feeling he's making up for his lack of fire (humiliating for a dragon). Don't **EVEN** mention the size of his wings.



**I HAVE-A NO FIRE? I CAN STILL
BURN-A YOU BUTT-A.**



FAZE

A street-smart wise guy from another planet, **FAZE** took the wrong exit off the intergalactic turnpike. He uses his brash attitude like a set of brass knuckles. He's always ready to do some dirty work ... for a price.

TRY SAYIN' THAT TA MY FACE, TOUGH GUY!

GETTING INTO THE GAME

SELECTING MENU OPTIONS

To select menu options throughout **MAD DASH RACING**:

- Use the directional pad to cycle through the options.
- Press **A** or **START** to confirm a displayed or highlighted option.
- Press **B** or **BACK** to cancel a selection or back up to the previous screen.

MAIN MENU

Select a game mode from this screen:

ADVENTURE Play through the **MAD DASH RACING** story, level by level, to defeat **HEX** and save the world. Earn **STATUS DECALS** and unlock hidden characters and levels. See page 24.

VERSUS Race through a single level speed challenge with up to four human players. See page 28.

SIGN UP Register a player name to begin keeping a **PLAYER RECORD** of your game progress. See page 9.

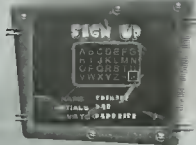
RECORDS Check out **PLAYER RECORDS** and **WORLD RECORDS**. See page 30.

OPTIONS Adjust several gameplay settings. See page 31.



SIGNING UP

1. Select **SIGN UP** from the Main Menu to register a player name.
2. Enter your name, pressing **A** or **START** to confirm each letter/number entry.
3. Select **OK**.



NOTE: You can also sign up from the **ADVENTURE MODE** Menu.

Once you're signed up, you'll begin establishing a **PLAYER RECORD** of your game performance.

You can check your **PLAYER RECORD** (and **WORLD RECORDS** for the game) by selecting **RECORDS** from the Main Menu or from the **ADVENTURE MODE** Menu.

LOOK! IT'S TRYING TO THINK.



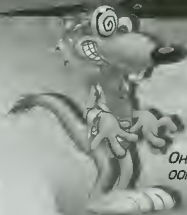
DON'T GIVE ME NONE OF THAT JIBBER-JABBER.

RACING

1. Select **ADVENTURE** or **VERSUS** from the Main Menu.
2. Select a player name, racer and level. (See **ADVENTURE MODE** on page 24 or **VERSUS MODE** on page 28 for how-to.)
3. Start racing.

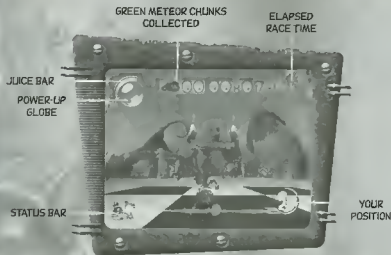
GAME GOALS

- Beat all other racers to the finish line.
- Use Special Abilities to shave time.
- Find Special Ability Routes to get the jump on opponents.
- Collect 10 Green Meteor Chunks to get **TRIBRID** abilities.
- Perform stunts to increase energy and get turbo boosts.
- Use powerups to delay opponents.
- Work toward Status Decals to unlock more characters and levels.



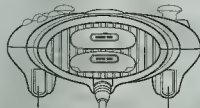
OH YEAH YEAH YES ...
OOH YEAH!

RACE SCREEN



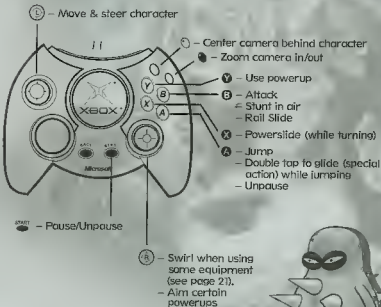
- The **POWERUP GLOBE** shows the latest powerup you collected. You keep a powerup until you use it (by pressing **Y**). You can't collect another powerup until you use the one you have — so why hoard it?
- The **JUICE BAR** flows around the **POWERUP GLOBE**. Energy fuels special abilities: you can bash, dash or glide (depending on your character) as long as some energy remains. Collect **HEX-A-COLA** to get your juice on.
- Your **ELAPSED RACE TIME** appears at the top right.
- The **STATUS BAR** shows all four racer's positions simultaneously. Positions change moment by moment as runners speed ahead or lose momentum due to a mishap, obstacle, or getting spoofed by another racer.
- **YOUR POSITION** appears at the far right of the **STATUS BAR**. Your goal is to finish the race in 1st place.
- Other indicators that flash momentarily include the number of **GREEN METEOR CHUNKS COLLECTED** and **ATTACKS** and **STUNTZ** performed. Check your complete inventory by pressing **Q** to refresh the screen display.

CONTROLS



Right trigger
- Bash (special action)

Left trigger
- Dash (special action)



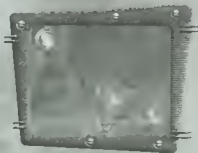
SPECIAL ABILITIES



DASH

Fire up a speed boost -
DASHERS only.

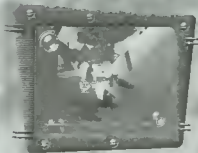
- Press the left thumbstick in any direction and then press the left trigger.



BASH

Slam through obstacles and plow past other racers - BASHERS only.

- Press the right trigger.



GLIDE

Lift off and coast over obstacles and runners - GLIDERS only.

- Tap A to jump.
- In the air, tap A again and hold to glide.
- Look for glider rings that mark gliding shortcuts.



COLLECT 10 GREEN METEOR CHUNKS TO
TRANSFORM INTO A TRIBRID AND PERFORM
ALL THREE SPECIAL ABILITIES.

ACTIONS

WALK/RUN

- Press the left thumbstick lightly in a direction to **WALK**.
- Press full bore in a direction to **RUN**.



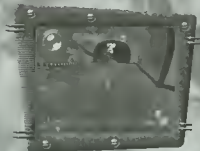
JUMP

- Press **A** to jump over obstacles.
- Jump on **BOUNCERS** to reach higher points.



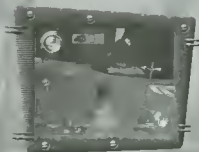
ATTACK

- Press **B** when your character is near another racer.
- Each character performs a different **ATTACK**. Try them all.



POWERSLIDE

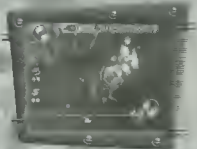
- Press **X** to **POWERSLIDE** while turning. You'll end with a **TURBO BOOST** and carve seconds off your time.
- **POWERSLIDES** leave a smoke trail that intensifies from yellow to orange. Hold and then release **X** or press **A** during the orange trail for the most **TURBO BOOST** after the slide.



STUNTZ

Pull off stunts to increase energy and earn **TURBO BOOSTS**.

- Press **A** to jump.
- Press and hold **X** at the top of the jump.
- Swirl the left thumbstick quickly to get off air spins.



STUNT FACTZ

- Numbers flash on screen as you complete spins – 360, 720, 1080 and **MADSTUNT**.
- You'll get an **ENERGY REWARD** for each spin.
- Perform multiple spin combos to increase the reward.
- Land facing forward (left thumbstick **▲**) to get a **TURBO BOOST**, increasing with the number of your spins. If you land any other way, it's a scrub and the stunt doesn't count.
- **MADSTUNTZ** are additionally rewarded with full energy.
- Combine **STUNTZ** with a **RAIL GRIND** (see page 21) for pra stuntz and extra speed.

TURBO BOOST

A **TURBO BOOST** is a go-fast, it's signaled by a trail of smoke rings following your character. To get a **TURBO BOOST**:

- Run over a **TURBO PAD**.
- Pull off a **STUNT**.
- Come out of a **POWERSLIDE**.
- Get some hang time by jumping off a ledge and catching air.

TURBO BOOST FACTZ

- **TURBO BOOSTS** last for only a short time.
- They're so useful you'll want to keep getting more.
- **DASHERS** can use **TURBO BOOSTS** all the time by burning energy.

*I CAN FIT YOUR ENTIRE
HEAD IN MY MOUTH!*



YER STARTIN' TA BUG ME.



RACETRACK

DIRECTIONAL ARROWS

The track you'll race on winds crazily through the world, twisting in all directions. You may get turned around and unwittingly run backward past landmarks already seen. A "wrong way" message flashes when you're headed in the wrong direction. To avoid this, look for directional arrows — and head in the direction they point.



SKILL PATHS

Anybody can try these off-the-beaten-path alternate routes. See how long you can stay on the high road.

SPECIAL ROUTES

Even though you're racing at top speed, take time to notice where special routes branch off the track. Most of them are marked with sparkling **SPECIAL ABILITY MARKERS** — **DASHER**, **BASHER** or **GLIDER**.

Take the route designed for your character type to make the best time and use of your special ability. **TRIBRIDS** — those master racers — can use all three **SPECIAL ROUTES**.



DASHER (GREEN)



BASHER (BLUE)



GLIDER (RED)

OBJECTS & OBSTACLES

COLLECTIBLES are indispensable. Get as many pickups and powerups as you can en route. You need them to win. If you don't grab them, another racer could use them against you! (See pages 19 and 20.)

TURBOs are good for a speed burst. **TURBO PADS** provide a speed boost when run across. Achieve maximum speed by hitting multiple **TURBO PADS** in a row. **TURBO RINGS** give you a boost when jumped through. These are most effective for **GLIDERS** and often mark a Glider special ability route.



SWITCHES can be stepped on or jumped through to activate something on the racetrack. Step on **RED BUTTONS** to trigger traps and open doors.

BOUNCERS leverage you to a new high when you jump on them.

PLATFORMS make the race way more interesting — by causing you grief! Watch out for crumbling edges, tipping ledges, drawbridges, falling arches, whirring gears and other surprises too horrible to name.

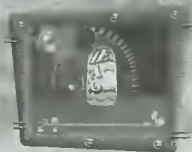
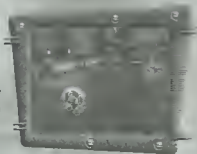
TRAPS ambush you without warning and include rolling boulders, blasting TNT, toppling pillars and worse! Traps are triggered by switches.

PERILOUS GROUND hurts. Each level has its own flavor — ice, toxic waste, tar pits, green goo, etc. Carry bandoids.

PICKUPS

GREEN METEOR CHUNKS

The tracks are splattered with **GREEN METEOR CHUNKS**. They add up as you collect them (they count flashes on screen). Collect 10 chunks to become a "tri-dextrous" **TRIBRID** with abilities to dash, bash and glide. If you get hit or harmed by anything, you lose five chunks.



HEX-A-COLA

Grab this cool thirst-quencher to refill your **JUICE BAR**.

THAT FELT
60000D.



POWERUPS

POWERUPS are weapons and special powers you can collect. They're stored in **RED SURPRISE BAGS**, so be sure to run over these to get the **POWERUPS** inside.

When you acquire a **POWERUP**, it's stored in the **POWERUP GLOBE**. Press **Y** to deploy it. (You can't collect another **POWERUP** until you use the one you already have.) If you don't grab a **POWERUP** and use it, someone else will no doubt use it on you – so think about it when deciding if you should take what's offered.



PSYCHO CHICKEN Guided **CHICKEN MISSILE** tracks and wallops whoever's in front of it. Use stuntz to dodge chickens at the last minute.

BLOB BOMB Splits into **GLOWING CHUNKS**. Use the right thumbstick to aim. Be careful not to confuse them with meteor chunks.

BOUNCY FRUIT Bouncing fruit ricochets off surfaces until contacting an opponent, then ka-BLAM! Use the right thumbstick to aim before firing. Perishable fruit self-destructs after a few seconds if no target is found.

REBON OF PAIN Lay a **TRAIL OF TROUBLE** as you run. Other characters contacting the ribbon get knocked on their butts, until it dissipates. See what clever places you can find for the ribbon, such as running zig-zag.

DISCO BALL Gain a speed boost and invincibility all in one. While protected by the **DISCO BALL SHIELD**, you can knock down other runners.

FREEZE ALL Freeze all other players in place. A button sequence appears, and affected racers must enter the sequence to unfreeze. When the timer runs out, anyone still frozen is knocked down and loses five **GREEN METEOR CHUNKS**.

STEAL CHUNKS Take five **GREEN METEOR CHUNKS** from the 1st place runner.

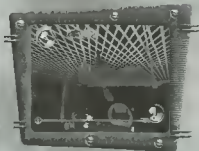
STEAL ENERGY Take part of the 1st place racer's energy.

STEAL WEAPON Take the 1st place runner's weapon.

EQUIPMENT

HAND OVER HAND

- Press **A** to jump on a bouncer.
- Your character automatically grabs the overhead rail.
- Press the left thumbstick **▲** to swing hand-over-hand.
- Swirl the right thumbstick rapidly to move faster.

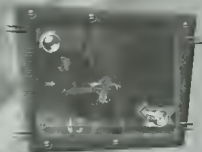


ZIP LINE

- Stand on a glowing target on the path.
- Press **A** to jump up and grab the Zip Line.
- Swirl the right thumbstick to slide faster.

RAIL GRIND

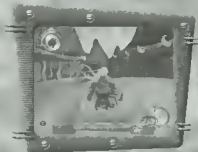
- Press **A** to jump up onto the rail.
- Press and hold **X** to latch on and grind.



A SPECIAL "INFOCON" APPEARS WHEN IT'S TIME TO SWIRL THE RIGHT THUMBSTICK.

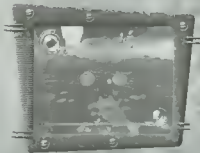
CATAPULT

- Press **A** to jump into a basket.
- Swirl the right thumbstick to pull the catapult back farther.
- Press **A**, **B**, **X** or **Y** and watch.



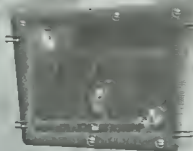
SWIMMING

- Use the left thumbstick to paddle through water.
- Swirl the right thumbstick rapidly to speed swim.

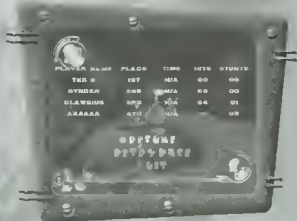


LADDER CLIMBING

- Get close to the bottom or top of a ladder.
- Hold the left thumbstick in the direction you want to climb.
- Swirl the right thumbstick to climb faster.



PAUSE SCREEN



Press **START** any time to take a break. The **PAUSE SCREEN** displays the players' names, their current race positions, time on the track, hits and stunts.

Select **RESUME** to continue the race. Select **RETRY** to restart the current level.



YOU ARE ... HOW YOU SAY? ... A NERD-O.

ADVENTURE MODE

Race through the worlds of Them Land. Your goal is to recover the seven **RED METEOR CHUNKS** and save the world from **HEX**!

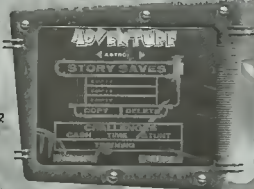
After you beat one or more levels, you can take a break from saving the world and try one of the **CHALLENGES**. On both the regular world tracks and the challenge tracks, your skillful performance can earn **STATUS DECALS** that unlock additional characters and levels.

If you feel a bit at sea navigating the tracks, try the **TRAINING** level.

STARTING A GAME

1. Select **ADVENTURE** from the Main Menu.
2. Select your player name at the top of the **ADVENTURE MODE** Menu. If you haven't already signed up (see page 9), select **PLAYER** to proceed to the Sign Up screen.
3. Select an **EMPTY** slot to begin a new game — **OR** — select a game slot containing saved game data to resume a game in progress.

Note that you can save game data to the hard disk or to an Xbox Memory Unit.



SELECTING YOUR CHARACTER

At first, **SID**, **CHOPS** and **ZERO-6** are the only racers ready to go (one from each ability type). After you win several races with your selected character, more runners will show up and you'll be able to recruit two more racers to your team (one each from the remaining abilities).



SELECTING A LEVEL

When you begin a new game, only **TIKI VILLAGE**, the easiest level, is open. Once you finish in 1st place in **TIKI VILLAGE**, the medium difficulty levels are opened. You can play these levels in any order, but you must finish them all in 1st place to unlock the hard levels.

Once a level is open, it remains open in **ADVENTURE MODE** for the rest of the game. You can return to it to race again with another character or take one of the **CHALLENGES**. (See page 26.)

Note that on the level map, you can use the left and right triggers to set your music playlist for the level.

SOME LEVELS MUST BE UNLOCKED
IN ADVENTURE MODE FIRST IN ORDER
TO PLAY THEM IN VERSUS MODE.



CHALLENGES

Challenge a level. If you beat it, you'll win a **STATUS DECAL** and get closer to opening up hidden levels and characters. (You must beat a level first in **ADVENTURE MODE** in order to challenge it.)



CASH CHALLENGE wants to know how greedy you are. Get 20 **HEX BUCKS** within the time limit to earn your **CASH DECAL** for the level.



TIME CHALLENGE keeps your eye glued to the clock. Finish the track within the target time and pick up your **TIME DECAL** for the level.



STUNT CHALLENGE is just plain fun. Perform a certain number of stunts within the target time and walk off with your **STUNT DECAL** for the level.

To take on a challenge:

1. Choose a challenge.
2. Choose any unlocked character.
3. Choose any level you've finished.
4. Go for it!

TRAINING

Wish you had a bit of assistance while learning how to play **MAD DASH RACING**? Select **TRAINING** from the **ADVENTURE MODE** Menu and run through **TIKI VILLAGE** with helpful hints from **HEX**. To get a hint, run over a **HEX SIGN**.



STATUS DECALS



STATUS DECALS are awards you win by completing skill tasks within regular levels and by finishing level challenges. Piling up **STATUS DECALS** is great for your ego, plus it gets you closer to unlocking hidden levels and characters.

You win **STATUS DECALS** by:

- Pulling off a target number at stunts in **CHALLENGE MODE**.
- Succeeding with a target number at attacks in **CHALLENGE MODE**.
- Beating every level with **CHOPS**, **SID** and **ZERO-G**.
- Winning a **CASH**, **TIME** or **STUNT** challenge on a level.
- Winning all challenges on all levels.
- ... and more.

To view your **DECAL BOOK**, select **STATUS DECALS** from the **ADVENTURE MODE** Menu.

RECORDS

Check out individual **PLAYER RECORDS** and overall **MAD RECORDS**. (Records do not represent decal accomplishments.) See page 30.

VERSUS MODE

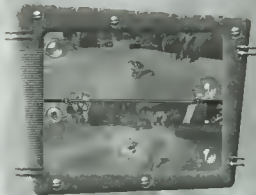
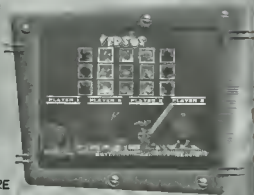
A **VERSUS** game is a single race on one track, joined by up to four real-world players. The whole point is to make the other guys eat your dust.

To enter a game:

1. Select **VERSUS** from the Main Menu.
2. Select your favorite racer from the lineup. (Only characters unlocked in **ADVENTURE MODE** are available.) Additional players can press **START** or **A** to join up, and then select their characters. (Two players cannot use the same character.)
3. Select a **PLAYER NAME** for saving records. If you don't have a **PLAYER NAME**, use the **SIGN UP** screen before starting a **VERSUS** game (see page 9). Additional players don't have to sign up; they can play anonymously.
4. Select a level to race in. (Only levels already unlocked in **ADVENTURE MODE** are available.) As in **ADVENTURE MODE**, you can use the left and right triggers to set your music playlist.
5. Roll!

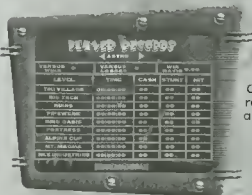
VERSUS MODE FACTZ

- A **VERSUS** race has up to four runners. One, two, three or all of the racers can be controlled by real-world players. After selecting a character, you can use the left and right triggers to highlight and disable computer runners.
- Depending on the number of controllers used, the screen splits into separate halves or quadrants, one for each player.



THTEP ATHIDE,
THLOWPOKE.

RECORDS



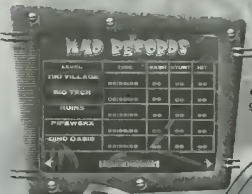
PERIOD RECORDS

← BACK →

PERIOD	LEVEL	TIME	CASH	TIME	NT
TRU VILLAGE	00:00:00	00	00	00	
BO TECH	00:00:00	00	00	00	
RUINS	00:00:00	00	00	00	
PIPEWORK	00:00:00	00	00	00	
WIND OASIS	00:00:00	00	00	00	
PORTALS	00:00:00	00	00	00	
ALPHA CUP	00:00:00	00	00	00	
ET. MAGMA	00:00:00	00	00	00	
WILDCARD	00:00:00	00	00	00	

PLAYER RECORDS

Check on individual player records by choosing a **PLAYER NAME**.



MAD RECORDS

LEVEL	TIME	CASH	TIME	NT
TRU VILLAGE	00:00:00	00	00	00
BO TECH	00:00:00	00	00	00
RUINS	00:00:00	00	00	00
PIPEWORK	00:00:00	00	00	00
WIND OASIS	00:00:00	00	00	00

MAD RECORDS

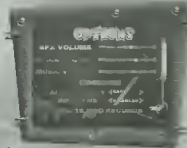
Check out records for all games and all players.

OPTIONS

SFX VOLUME Adjusting the bar with the directional pad sets the game's sound effects volume.

VOICE VOLUME Adjusting the bar with the directional pad sets the game's voice volume.

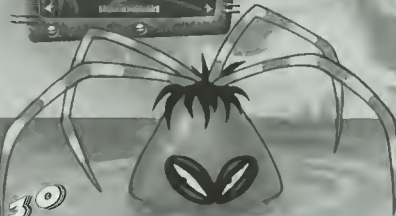
MUSIC VOLUME Adjusting the bar with the directional pad sets the game's music volume.



MUSIC OPTIONS Pressing **START** or **A** displays a submenu for setting your playlist. Use the directional pad **↑** or **↓** to move through the menu. Use the directional pad **←** or **→** on a selected track to enable or disable its playback. Press **START** or **A** when you're finished.

AI DIFFICULTY can be toggled to **NORMAL** or **HARD** to set the enemy and environmental challenge.

INFOCONS can be turned **ON** or **OFF**. When **ON**, an **INFOCON** will appear when you're using equipment to indicate when you should swirl the right thumbstick. (See page 22.)



SAVE / LOAD

SAVING occurs automatically when you:

- complete a race in **ADVENTURE MODE**.
- finish a race in **VERSUS MODE**.
- confirm changes to your **OPTIONS** settings.

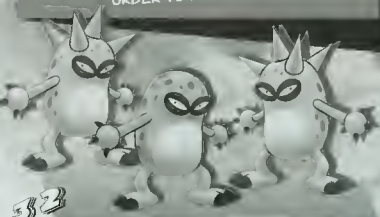
Your game is saved to the slot identified by your **SIGN UP** name. Your **PLAYER RECORD** and the game's **WORLD RECORDS** are also saved. You can save game data to the hard disk or to an Xbox Memory Unit.

LOADING a saved game is done by:

- selecting **ADVENTURE MODE**, and then selecting a **SIGN UP** slot containing a **SIGN UP** name. (Selecting an **EMPTY** slot starts a new game.)

YOU CAN SAVE GAME DATA TO THE HARD
DISK OR TO AN XBOX MEMORY UNIT.

IF YOU SAVE TO A MEMORY UNIT, MAKE
SURE IT IS INSERTED INTO AN EXPANSION
SLOT IN THE XBOX VIDEO GAME SYSTEM IN
ORDER TO RESUME PLAY.



WORLDS



TIKI VILLAGE (EASY)

Ancient **TREMMELS** discovered this tropical paradise and made it their favorite watering hole.



RUINS (MEDIUM)

A vast **TREMMEL** civilization once lived and breathed here.



DINO OASIS (MEDIUM)

The bones of both **DINOSAURS** and defunct **TREMMELS** are collected in these burial grounds.



MT. MAGMA (MEDIUM)

LAVA, **HOT SPRINGS** and **BOULDERS** litter the trail to the mythical **DRAGON** who guards the sacred **VOLCANO**.

PIPEWERX (MEDIUM)

A straightforward dash through the meandering **UNDERWATER TUBES** is the quickest way out of the H₂O. Don't hold your breath.



BIOTECH (HARD)

In this peculiar corner of the continent, **LIFE** and **MACHINERY** have become one.

ALPINE CUP (HARD)

This **CHILLED OUTPOST** on the brink of the North Pole is known for its **CHALETs**, **GONDOLAS** and **ICE FJORDS**. Have an ice day.



... AND MORE ...

HINTZ

- Collect 10 **GREEN METEOR CHUNKS** to become a **TRIBRID**!
- The **RED SURPRISE BAGS** contain powerups. Pick them up and press **Y** to use your current weapon.
- Bounce on objects such as **DRUMS** to gain higher footings.
- Using special abilities drains energy. Pick up **HEX-A-COLA** to refill your **JUICE BAR**.
- Look for special **GRIND RAILS**. Jump and land on a **RAIL** while holding down **X** to activate the **RAIL GRIND**.
- Pull **STUNTZ** to gain energy and speed bonuses. While in the air, press and hold **X** while swirling the right thumbstick to do a 360, 720, 1080 or **MADSTUNT**!
- Watch for **SPECIAL ABILITY ROUTE MARKERS**. These icons sparkle as you approach them, letting you know which routes you can access.
- Spy out **RED BUTTONS** on the track. Step on them to open doors and activate traps.
- Watch your step around the **TNT BUNDLES**. They can be set off by stepping on them or by activating a switch.
- Try to perfect swirling the right thumbstick for faster speed when using some equipment.
- Press **X** while turning to **POWERSLIDE** around corners and slice seconds off your time.
- As a **BASHER**, look for breakable objects such as cracked doors and walls, ice statues and glass barriers. Ask yourself: what else can I break?
- As a **DASHER**, check for steep steps and hills that you can easily climb to save time.
- As a **GLIDER**, look for **GLIDER RINGS**. Dig deep to make some of the tougher jumps — the time saved is well worth it.
- Use **STUNTZ** to dodge **PSYCHO CHICKENS** and pass them on to the next runner.
- When facing a **BOSS**, use the **BOSS BARS** on the right side of the screen to help you out. (Knock the left bar down before the right bar fills up.)

BEAT Z

"CONTROL"

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Performed by Fatboy Slim

Written by Fatboy Slim

Published by Polygram Music

(P) 1998 Skint Records/Astralwerks Records

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Taken from the album *You've Come A Long Way Baby*

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(Robert Howes aka "Dr. Chug")

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Written by Tony Sly

Unesi Music of/o itself and Pizzo Chief Music (BMI)

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"BANG ON"

Performed by Propellerheads

Written by Alex Gifford

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Under License from Universal Music Enterprises

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"ROLL IT UP"

Produced and Mixed by The Crystal Method

B4 Organ by Byron Wong

Written by Ken Jordan and Scott Kirkland

Published by EMI Virgin Music, Inc./Hunder Foster Music (ASCAP)/EMI Virgin Music, Inc./Dru

Money Music (BMI)

Contains portions of "Planet Asia" from "Live from the Wire Up Show"

"MAD DASH"

Lyrics by Montgomery

Composition by The Mad Dash, © 2000

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Wax Music Publishing

"B4"

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Written by Jack Dangers

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"FRAGMENTS"

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CHARACTER DESIGN	Ben Harrison
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ENGINE PROGRAMMERS	Mark Hodges John Pursey
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